

FIREBREATHER



Black Ice

WELCOME TO FIREBREATHER AND BLACK ICE

Firebreather and Black Ice are open ended games played through the mail with other players across the country. You take the role of six characters out of the major character types who are represented in detail in each game. You control where each character goes, what he tries to do, how he handles himself in combat and more. Each turn you write your party's or team's actions on a turn sheet and mail it to Horizon Games (turns can also be faxed, phoned, or e-mailed). Actions are entered into a computer system which processes them and returns laser printouts detailing the results, including custom maps for your characters.

Firebreather is a 100% computer moderated game recapturing the suspense and desperate struggles of heroic fantasy. In the course of this game you will guide your characters through busy villages, ruins of ancient kingdoms, buried cities, and lairs of fell beasts scattered and lost across a vast forest. Black Ice is a 100% computer moderated game of a dark future world. In the course of this game you will guide your characters through gang infested streets, busy night-clubs, protected corporate facilities and labs, abandoned warehouses, and Net data fortresses and constructs across the vast grid of the Sprawl. With prudent play in either game your characters will gain wealth, knowledge and power to use for good or ill.

FIREBREATHER CHARACTERS

	Toughness (Weight)	Press (Fight Strength)	Dexterity (Fight Speed)	Carry (Unencumbered Move Strength)	Agility (Unencumbered Move Speed)	Lug (Encumbered Move Strength)	Drag (Encumbered Move Speed)	Cast (Spell Speed)	Other Traits & Skills
Knight	60	80/80	80/80	60	80	80	40	60	Charisma Constitution
Swordsman	20	40/20	100/120	20	120	40	80	60	Charisma Stamina
Woodsman	40	60/40	80/100	40	100	---	---	60	Bow Stamina
Dwarf	60	80/60	60/80	60	60	80	60	60	Cave Knowledge Metalwork Constitution Ducking Short Legs
Elf	20	40/40	100/100	20	120	40	80	120	Gold Spells Bow Stealth
Wizard	40	40/40	100/100	40	80	---	---	100	Grey Spells Aura Lore
Pilgrim	40	60/40	80/120	40	80	60	60	100	White Spells Protection Lore
Druid	20	20/20	120/120	20	120	---	---	120	Grey Spells Nature Stealth
Sorceror	40	20/20	100/100	40	80	---	---	100	Purple Spells Aura Lore
Witch	20	20/20	100/100	20	100	40	80	120	Black Spells Stealth Lore

Knight

Arthurian Legend - "...For many days he traveled through the high mountains, eventually reaching a border region where uncharted forests swept into the distance as far as the eye could see.'

"In the heart of the wood was an old god, a giant monster, dark as night. The god stood on a single leg, regarding the intruder coldly. His antlered head brushed against the tree branches. When he called, the animals of the wood streamed into the clearing clustering in the grass at his feet and bowing their heads to the ground. In the face of such power, Owein bowed too. Then he asked the god where he might find adventure - as if this were not adventure enough."

"The god's eyes crinkled with laughter at the man's presumption. But he spoke. He told Owein where he must ride and what he would find there, and Owein left him. The knight followed a track through the forest to a sunny valley where a single tree towered, spreading enormous, sheltering branches all around. In this tree's shade stood a stone fountain. On the fountain, fastened with a silver chain, a silver bowl lay. As the god had bidden him, Owein leaned from his horse, drew water from the fountain using the silver bowl, and then poured it out."

"A warrior rushed down from the forested slope of the valley. He was the guardian of the fountain, armed all in black and mounted on a black charger, and his lance was at the ready, its tip leveled at Owein's heart."

"The young man had time only to swing his horse around and lower his own lance into position before his enemy was upon him. The force of the impact broke both warriors' spears and knocked the men to the ground. After a stunned moment, they rose and drew their swords."

"Back and forth under the bare branches of the tree they fought, wielding their broadswords with strong, skilled hands, grunting with each swing of the heavy blades and each impact of steel on shielding leather or mail. The fight was slow and brutal, and after a while the warriors could hardly lift their arms."

"Owein was the victor in the end: He found an opening and, with a last mighty effort, brought his blade down upon the black knight's helm. The metal cracked, scarlet blood spurted over it and mantled the knight's shoulders. With a cry, the man turned; he stumbled to his horse and, swaying in the saddle, fled."

"In the moments it took for Owein to mount, the black knight disappeared into the woods fringing the valley. Owein continued in pursuit, however, his horse pounded through the woods and out the other side. Ahead, the black horse, with its broken rider, raced across long water meadows, sending up flocks of startled fowl, toward a walled and towered city that crowned a slope far in the distance. The city gates were open. The black knight, with Owein now close behind, made for them."

"The knight gained the outer gate and disappeared through a second gate in the city's inner curtain wall. Owein galloped through the outer portal, but as he passed under the arch, the iron portcullises in both gates crashed to the ground. The spikes of the outer gates stabbed through his horse's back, and the animal crumpled, screaming. Owein rolled free."

"He was trapped in the narrow strip of land between the two sheer walls. On the far side of the inner gate, a road lined with houses and thronged with shouting people swept into the city. A hundred hands reached up to ease the black knight from his horse. Owein leaned against the stones of the wall and stared through the bars."

"His gaze was returned from the other side: A woman stood within, a fair young maiden robed in white..."

The Knight is among the most powerful fighters and can challenge the largest and most terrible monsters, but he moves slowly. Against smaller and faster foe he must rely on his armor to stay alive, and he must use his health to recover from wounds he suffers in combat. The Knight's constitution allows one wound to be healed by one degree at the end of each turn. His charisma makes his dealing with natives easier, often getting him a price break when he buys an item. The Knight starts with one Great Sword, one suit of armor, one dagger and 10 gold.

Swordsman

Swords - "Nowhere were the blacksmiths skills so crucial as in the forging of swords. If the steel was shoddy or hurriedly made, the blade would shatter when it struck against another that was not. The warrior's love of a fine sword was therefore the very stuff of jealous passion."

"Some said the finest swords were the work of fairy smiths; others thought that the greatest blades came from the ancient race of dwarfs, working in underground forges. The magic of such beings produced swords that could warn

their masters of impending danger or that would refuse to strike an unjust blow. The polished blades of certain brands could be used, like mirrors, for scrying. Arthur became King of England by effortlessly drawing from the bowels of a rock a sword that other men had failed to budge at all. It was Arthur, too, who rode to battle wielding bright Excalibur, most famous sword of all, given him at Merlin's bidding by the Lady of the Lake."

The Swordsman is an agile fighter quick to react to opportunity or threat. Against most foe his speed makes him a deadly antagonist, while he can run away when he faces the largest monsters and enemies who outnumber him. His charisma makes his dealing with natives easier, often getting him a price break when he buys an item. His stamina allows him to move two hexes at once for one of his Move actions each turn. The Swordsman starts with one Thrusting Sword, one dagger and 10 gold.

Woodsman

Irish Legend - "...A fair country lay spread out before Diarmuid, flat and green and dotted with woods. In the midst of the meadows, a single tree stood, a mighty tree, thick of trunk and heavy of bough, and to this tree Diarmuid walked. Standing stones loomed among its serpentine roots, and at the base of one stone lay a well of water so limpid that it seemed to give off light. A drinking horn of gold hung beside the well. Diarmuid took it up and filled it from the well and raised it to his lips."

"The horn was knocked from his hand before he could drink. Diarmuid spun around to face an enemy, a burly, white-bearded man, helmeted in gold and raising an unsheathed broadsword."

"Quick as thought, Diarmuid drew his own sword. The two fought doggedly all that afternoon, while the tree shadows lengthened and the air grew cool and still. But at the moment twilight fell, the gold-helmeted knight vanished. Diarmuid was left alone, to watch through the night."

"The battle was repeated the next day: The adversary appeared in the same baffling fashion, and disappeared as swiftly when night came. But the third evening, Diarmuid forestalled him: When the first star shone in the sky, he threw down his sword and flung himself at the enemy, wrapping his arms around the man's body."

"Thus he joined the white beard in a plunge into the other world. The warrior leaped into the well, with Diarmuid clinging to him. For an instant, Diarmuid had an image of the twilight sky rimmed with black. Then the water closed over his head. Down and down the two men fell, and the world went dark for the Irishman."

"He awoke alone. He lay on a broad plain near a wood; in the distance, the towers of a golden city rose under a sunny sky. His enemy was nowhere to be seen..."

The Woodsman is a skilled warrior with excellent speed and fair strength. Though lethal against most foe, he should avoid or run from the largest armored monsters who are too tough for him to handle even if he obtains a heavier weapon. The Woodsman's bow skill raises the Damage score of missile weapons he uses by 20. His stamina allows him to move two hexes at once for one of his Move actions each turn. The Woodsman starts with one Short Sword, one helmet, one breastplate, one shield, one dagger and 10 gold.

Dwarf

Norse Legend - "...High, rain-slicked cliffs of black basalt loomed before him, and he remembered tales of dwarfs. The tales told of a second race populating these lonely islands, a race that seldom was seen. Its members revealed themselves in wisps of smoke curling from rockfalls where they had hidden their tiny forges, in piles of ash that appeared at the bases of crags - the sweepings of minute smithies - and in frantic footsteps that sometimes could be heard through the mist as a dwarf sought to conceal himself from a human intruder. But in all his autumn forays to cut peat, the islander had noticed nothing. This time, however, was different. The path wound through a litter of boulders, then skirted the base of a cliff. A cleft that he did not remember yawned on the face of the rock, and he saw an orange glow flickering on the fractured stone. Smoke billowed from the top of the cleft, and clattering, hissing noises like those of a smithy issued from the opening."

"The man inched along the cliff base to the mouth of the cavern, hardly breathing. He risked a look, then stared transfixed. There, deep in the rock, was the source of the glow - a well-stoked forge that sent a whirlwind of flame

twisting toward the cathedral-like ceiling of the cleft. And silhouetted against the blaze were three tiny figures, no higher than a man's waist but casting shadows that reared dark and menacing on the wall of rock behind them.'

'Only with difficulty could the peat cutter pick out the dwarf smiths from among the stones of their rock-built forge. Their skin and aprons were the same sooty gray as the stone; their bodies were as squat and rounded as heaped boulders; their features were as coarse and craggy as living rock. But gradually, peering through the shadows and firelight, he distinguished their separate activities.'

'One plied the bellows, lofting a cloud of sparks with each stroke. Another used tongs to hold a glowing scrap of iron steady on the ringing anvil, now and then stabbing the metal into the fire to reheat it. The third, his corded arms glistening, wielded the hammer'

'The dwarfs' power over lifeless metal seemed magical, and the man forgot himself in wonderment. Carelessly, he let his peat knife slip to the ground. At the sound, the dwarfs dropped their work; the cave fell silent, and the flames died down. They turned fleshy faces toward the opening of the cavern, their cave dwellers' eyes pained and blinking in the pale daylight.'

'Then one of the dwarfs bent to sort through the pile of smithcraft. He selected a knife, as long as a man's forearm and glinting in the glow of the embers. The man drew back in fear - until he saw that the dwarf held the knife by the blade.'

'Bandy-legged and hunchbacked, the dwarf scuttled quick as a spider across the rubbled cavern floor. With a glance that mingled shyness and a hint of warning, he thrust the knife into the man's grasp.'

'The islander marveled at the blade, so bright and capable next to the stained and pitted iron of his own peat knife, a product of the village smithy. When he turned to gaze again at the stunted artisans, his eyes met featureless stone. The dwarfs were closed in the dark rock once again...'

The Dwarf is a slow and powerful fighter who is at his best in caves, where he is skilled in hiding and fighting the monsters found there. Outside of caves he is slow and clumsy. In battle his ability to duck swiftly escapes enemy blows, which allows him to outmaneuver the largest and slowest denizens. He must be careful to avoid the fast opponents who live outside of the caves, however. Since he relies heavily on ducking, his helmet is a critical part of his defenses. The Dwarf's short legs prevent him from using double movement for trails. His constitution allows one wound to be healed by one degree at the end of each turn. His cave knowledge allows him to see all hexes on cave maps and gives him the Stealth trait in caves. His metalwork skill allows him to repair one damaged shield or metal armor item at the end of each turn. The Dwarf starts with one Great Axe, one helmet, one dagger and 10 gold.

Elf

English Legend - "I am that merry wanderer of the night,' cried the elf Robin Goodfellow, sometimes called Puck by countryfolk. Indeed, he was the jester of Faerie, a cutup who lured travelers into swamps, pinched lazy housemaids and pulled stools from beneath inveterate gossips. It was said that humans danced to his seductive piping as trained bears to a circus drum, and that he took his pleasure in causing confusion among mortals, whose various follies he never tired of watching.'

The Elf is an elusive and graceful warrior and spell caster. With a light bow he is a deadly match for anything less than an armored heavy foe, and with a medium bow he can face any opponent. He has the speed to escape numerous opponents. His abilities tend to antagonize other characters. The Elf's stealth allows him a natural chance of being hidden each phase. His bow skill raises the Damage score of missile weapons he uses by 20. The Elf starts with one Light Bow, two spells (Gold), one dagger and 10 gold.

Wizard

The Wizard's Arsenal - 'To accomplish his mysterious purposes, a wizard would arm himself with an understand-

ing of all the interwoven occult disciplines. But before he could put this knowledge into practice, he also required an arsenal of implements to enhance his powers and protect him in his dealings with spirits and demons. Robe and headdress, sword, dagger and wand, were the foremost tools of his trade. With these and the arcane knowledge enshrined in his library of manuscripts, charts and books, the priest of the night could span the abyss between the seen and the unseen worlds."

"White, not the black of fairy tales, was the proper color for a wizard's robe. Cornelius Agrippa, the German scholar whose celebrated 'Occult Philosophy' became a text book for 16th Century mages, said the wizard should dress in a gown of the finest linen, covering the whole body from head to foot, close-fitting and tied only with a girdle: Buckles and buttons would obstruct the free flow of supernatural energy. The headdress, whether tall or flat, pointed or round, should also be white, with IHVH, the Hebrew name of God, embroidered on the front. Both robe and headdress should be adorned with sacred emblems - stars, pentacles and circles."

The Wizard is master of natural powers. Weak in hand to hand combat, he must choose his battles cautiously. Grey spells aid him in fighting or avoiding combat. The Sorceror's aura of power allows him to resist one curse at the end of each turn. His lore knowledge doubles his chances of learning a spell per attempt. The Wizard starts with one Staff, two spells (Grey), one dagger and 10 gold.

Pilgrim

Averting Evil - "For protection against malevolence, people carried a medallion bearing the mystic slogan abracadabra, or a magical stone such as amber, bloodstone or lodestone, or a bracelet of naturally pierced pebbles culled from a streambed. These small objects had healing powers, it was thought. Amber shrank goiters; bloodstone could stanch either internal or external bleeding; and magnetic lodestone banished dull melancholy. And just as the magical word on the abracadabra charm dwindled to a single letter at each apex of the design, so the charm itself could cause a fever to abate."

The Pilgrim is an adventurous wanderer who relies on his ability to swiftly dispatch average opponents. With heavier weapons and armor he can defeat greater foe, but he is slow and must choose his battles cautiously. His choice of a starting spell is critical in determining his strategy. The Pilgrim's purity of spirit prevents underworld monsters from blocking his Search actions or attacking him in combat, neither can he lure them into attacking. His lore knowledge doubles his chances of learning a spell per attempt. The Pilgrim starts with one Staff, one spell (White), one dagger and 10 gold.

Druid

Scottish Legend - "...Weary from the chase, the lads took their ease in a grassy glen by a stream. As one of the hunters rested his head on a tussock and stared at the sky, the other bent to drink the water. A shadow dimmed the sparkle of the stream, and when he raised his eyes, he met the furious gaze of the Brown Man of the Moors."

"There was no mistaking him, for every Scottish lad was weaned on tales of the master of the moors, of his fearsome aspect and frightful temper. His build was squat, but his thick limbs and knobby hands conveyed an impression of elemental strength. His head sprouted a mass of tangled red curls, his garments were the brown of withered bracken, and his broad feet were bare and callused. He gripped a stout staff and ground it into the earth as he vented his fury."

"He berated the youths for trespassing on his moors and cursed them for slaying the beasts that were his subjects. For him, he declared, the apples, nuts and whortleberries he gathered were meat enough..."

The Druid is an elusive spell caster at peace with nature. As he cannot deal with most opponents even if he gets a weapon, he often operates alone, avoiding and hiding from monsters and running from them at need. He must succeed without combat, if possible. His nature skill allows him not to arouse non-lair monsters. His stealth allows him a natural chance of being hidden each phase.

The Druid starts with two spells (Grey), one dagger and 10 gold.

Sorceror

Finnish Legend - "...The black-bearded youth was Joukahainen, and he had traveled across the Northern wastes from Lapland. He had heard tales of the old sorceror's power, how he sang things into being, how he spoke with eagles and summoned water spirits, how his songs made the bleak hearth bloom. In his arrogance, Joukahainen had come to enchant the enchanter, to sing him down into the snow forever, and to take his place as sage of the North."

"The old man listened and then spoke "Tell me what you know," he said."

"Joukahainen began to chant into the wind, composing a song to show that he possessed a sorceror's understanding of the workings of the world. But all that he sang was surfaces, nothing deeper than a child knows. He said that flame was near a fireplace and smoke holes near ceilings, that people plowed with mares in the south and reindeer in the north. He sang of commonplaces: the habits of fish, the methods of farmers and the shapes of the land."

"'Speak of more profound matters," said Vainamoinen."

"The boy's voice grew louder. He sang of origins. He said that he himself had plowed the sea, propped up the sky, guided the moon, flung the stars into the heavens and shaped them into constellations."

"'You lie," said Vainamoinen calmly."

"Stung, Joukahainen challenged Vainamoinen to a duel of swords. The old man refused. Joukahainen replied with a threat: "If you will not measure swords with me, old one, I will sing you into a swine, into a rooting, grumbling, ground-watching, sty-dwelling pig.'"

"At last Vainmoinen grew angry. He threw back his head and began to sing. Bright, keening melodies fell from the air, and the earth began to move. Mountains trembled, lakes spilled over their shores, great stones split apart."

"That was only the beginning. Still singing, the enchanter turned to Joukahainen, and as he sang, bushes sprouted from the sleigh's shaft bow, and the beautiful sleigh itself dwindled into a pile of logs sliding into a lake. The boy's beaded horsewhip disappeared, and in its place stood a frail shore reed; the horse froze into a rock, crouching beside a waterfall. Joukahainen's golden sword exploded as a flash of lightning, and his arrows rose into the sky, sprouting wings. His garments flew off one by one, landing in pools of water or sailing away into the clouds like kites. Joukahainen, cold and naked, began to sink into the boggy earth."

"Vainamoinen sang inexorably on, and Joukahainen's feet, heavy as stone, dragged him steadily down. At last the cold earth closed around his shoulder. Joukahainen felt a tiny, icy current tug at his feet and a great fear at his heart, and he began to plead..."

The Sorceror is the master of elemental magic. Nearly helpless in hand to hand combat, he does best using the excellent purple attack spells available to him, making him formidable. The Sorceror's aura of power allows him to resist one curse at the end of each turn. His lore knowledge doubles his chances of learning a spell per attempt. The Sorceror starts with three spells (Purple), one dagger and 10 gold.

Witch

English Lore - "...Few witches ascribed their powers of flight merely to the brooms, distaffs or farm implements that served as their nighttime steeds. The magical energy that transported them came partly from an ointment, thickly smeared over their bodies, that incorporated the most potent herbs in witchcraft: monkshood, henbane, deadly nightshade, mandrake and hemlock. Blended with other extracts in a base of lard - or, it was whispered, the fat of unbaptized children - the ingredients combined in a magical synergy so powerful that witches, by their own accounts, were spirited across entire countries in the twinkling of an eye..."

The Witch is the mistress of arcane powers. Nearly helpless in hand-to-hand combat, she uses black spells to exert her will, keep her from harm and gain knowledge of the land. The Witch's stealth allows her a natural chance of being hidden each phase. Her lore knowledge doubles her chances of learning a spell per attempt. The Witch starts with three spells (Black), one dagger and 10 gold.

BLACK ICE CHARACTERS

	Toughness (Weight)	Press (Fight Strength)	Dexterity (Fight Speed)	Carry (Unencumbered Move Strength)	Agility (Unencumbered Move Speed)	Lug (Encumbered Move Strength)	Drag (Encumbered Move Speed)	Interface (Net Speed)	Other Traits & Skills
Merc	60	80/80	80/80	60	80	80	40	---	Firearms Constitution
Ninja	40	60/40	80/100	40	100	---	---	---	Martial Arts Stealth
Tech	40	60/40	80/120	40	80	60	60	---	Biomechanics
Fixer	40	40/40	100/100	40	80	---	---	---	Streetwise
Netrunner	40	20/20	100/100	40	80	---	---	100	Computer

Merc

The Merc is a cybersoldier trained in modern firearms. His strength allows him to use and move with the heaviest of weapons and armor. His constitution allows one wound to be healed by one degree at the end of each turn. His firearms skill raises the Damage score of projectile weapons he uses by 20. The Merc starts with one Heavy Submachinegun, one Kevlar Bodysuit, one Monoknife and 1000 credits.

Ninja

The Ninja is a hayai master of high-tech melee weapons. His stealth allows him a natural chance of being hidden each phase. His martial arts skill raises the Damage score of melee weapons he uses by 20. The Ninja starts with one Monokatona, one Kevlar Bodysuit, one Monoknife and 1000 credits.

Tech

The Tech is an expert in surgical techniques and repair in a world where much of the population possesses cybernetic implants or enhancements. His biomechanics skill allows him to use the Repair Wound action and to repair one damaged armor item at the end of each turn. The Tech starts with one Medium Submachinegun, one Kevlar Bodysuit, one Monoknife and 1000 credits.

Fixer

The Fixer is a master of social interaction. Familiarity with street contacts gives him an advantage in obtaining contracts, information and black market items. His streetwise skill allows him to use the Talk action with certain targets unavailable to other character types. The Fixer starts with one Medium Submachinegun, one Kevlar Bodysuit, one Monoknife and 1000 credits.

Netrunner

The Netrunner is an explorer of the abstract dimensions of the global computer network, cracking the corporate data fortresses and interacting with the intelligences found there. His computer skill allows him to use the Enter/Exit Net action and the Move, Talk, Search and Practice actions in the Net. The Netrunner starts with 6 programs, one Monoknife and 1000 credits.

ACTIONS

Black Ice Turn Example

	Arkus [1201]	Eldrik [1202]	Marika [1203]	Ulex [1204]	Yuhl [1205]	Dirk [1206]
Phase 1	Give 1206 1000 Credits 1203 Active 1205 Cloak Active 1205 Edge Active 1205 Armor		Active 1206 Rot Attack Style 1203 Fast			
	Move 4999	Move 4999	Move 4900	Talk 3752	Hire	Hire
Phase 2						
	Move 4998	Move 4998	Move 4800	Talk 3753	Talk 3748	Talk 3749
Phase 3						
	Search Security	Search Reception	Buy Nerve Booster	Talk 3754	Talk 3750	Move 5100
Phase 4						
	Search Cyberlab	Search Hardfiles	Move 4700	Talk 3755	Move 5100	Search Building
Phase 5	Enter Net 1205 Enter Net 1206					
	Search Chemlab	Search Biolab	Move 4600	Talk 3756	Move N5399	Move N5399
End Of Turn						

Firebreather Turn Example

	Elron [1201]	Jobe [1202]	Kim [1203]	Elmo [1204]	Matkus [1205]	Glom [1206]
Phase 1	Give 1205 10 gold 1206 Give 1205 1 shield 1206 Attack Style 1201 Fast					
	Move 5501	Buy Shield	Hire	Move C5299	Recruit Wizard	Lightning Store
Phase 2	Active 1204 Oil Of Poison					
	Move 5601	Buy Helmet	Move 5100	Move C5200	Stones Fly Store	Lightning Store
Phase 3						
	Move 5602	Sell Elvin Boots	Challenge	Search Lair	Move 5602	Move 5602
Phase 4						
	Search Lair	Move 5297	Talk 3037	Search Lair	Search Lair	Search Lair
Phase 5						
	Search Lair	Search Site	Talk 3038	Search Lair	Search Lair	Search Lair
End Of Turn	Enter Cave 1203					

Your turn sheet divides your turn into five phases plus an end of turn preparation action box. Each phase has a preparation action box and six spaces for a regular action for each character. Preparation actions take place before the regular actions of that phase. You can write as many preparation actions as you like in the preparation action boxes. Write outside the box if you need more room. Preparation actions include Enter/Exit Cave [Firebreather], Enter/Exit Net [Black Ice], Unhire, Give, Drop, Attack, No Attack, Assist, No Assist, Attack Style, Retreat Threshold, Lure, No Lure, Active and Inactive. The rest of the actions are regular actions that are used in the blanks. Regular actions include Move, Talk, Search, Read Runes [Firebreather], Buy, Sell, Hire, Hide, Treat Wound, Repair Wound [Black Ice], Recruit, Practice and the casting of spells [Firebreather]. There are also special actions which arise during play.

Enter/Exit Cave <character>
This preparation action has the character enter or exit a cave. Cave map hex numbers start with a "C". Example: **Enter Cave 1062** has character 1062 enter a cave.

Enter/Exit Net <character>
This preparation action has the character enter or exit the Net. Net map hex numbers start with a "N". Only Netrunners can use this action. Example: **Enter Net 1062** has character 1062 enter the Net.

Unhire <character>
This preparation action has the character release a hireling [Firebreather] or guard [Black Ice]. Example: **Unhire 1629** has character 1629 release a hireling.

Give <character> <how many> <item> <target>
This preparation action has the character give items to a target in his hex. Examples: **Give 1422 7 Gold 1424** has character 1422 give 7 gold to target 1424. **Give 1831 700 Credits 1833** has character 1831 give 700 credits to target 1833.

Drop <character> <item>
This preparation action has the character drop an item in his hex. A hex with dropped items has a "Dropped Items" area label on character maps. All dropped items are recovered with the Search action. Example: **Drop 1470 Great Sword** has character 1470 drop a Great Sword.

Attack <character> <target>
This preparation action has the character attack a target whenever the target is unhidden and in his hex. This is a standing action that remains in effect every turn until canceled with the No Attack action. Special: Use 'All Monsters' [Firebreather] or 'All Hostiles' [Black Ice] as the target to have the character attack all monsters or hostiles. Examples: **Attack 1364 2364** has character 1364 attack target 2364. **Attack 1284 All Monsters** has character 1284 attack all monsters. **Attack 1509 All Hostiles** has character 1509 attack all hostiles.

No Attack <character> <target>
This preparation action has the character stop attacking a target. Special: Use 'All' as the target to cancel all the character's Attack Actions. Example: **No**

Attack 1509 All cancels all of Attack Actions of character 1509.

Assist <character> <target>
This preparation action has the character assist a target whenever the target is attacked if the character is able. This is a standing action that remains in effect every turn until canceled with the No Assist action. Characters start with Assist set to other members of their party or team. Example: **Assist 1535 1364** has character 1535 assist target 1364.

No Assist <character> <target>
This preparation action has the character stop assisting a target.

Attack Style <strong or fast>
This preparation action sets the attack style of the character. Characters start with Attack Style set to strong.

Retreat Threshold <character> <wound type or always or never>
This preparation action sets the degree of wound seriousness which will cause the character to attempt retreat or whether the character will always or never retreat in battle. Degrees of wound seriousness are Light, Moderate and Serious. This is a standing action that remains in effect every turn until changed. Characters start with Retreat Threshold set to Serious. Examples: **Retreat Threshold 1902 Always** has character 1902 always attempt retreat in battle. **Retreat Threshold 1902 Never** has character 1902 never attempt retreat in battle. **Retreat Threshold 1902 Light** has character 1902 attempt retreat in battle if he has a light or worse wound.

Lure <character>
This preparation action has the character lure monsters [Firebreather] or hostiles [Black Ice] who are attacking a member of his party in his hex to himself. Characters, hirelings/guards hired by characters and monsters hired/controlled by characters through spells [Firebreather] cannot be lured. This is a standing action that remains in effect every turn until canceled with the No Lure action.

No Lure <character>
This preparation action has the character stop luring monsters or hostiles.

Active <character> <item>
This preparation action has the character ready or use an item, implement a program [Black Ice], or ride a mount [Firebreather]. For non-potion and non-drug items this is a standing action that remains in effect every turn until canceled with the Inactive action. Firebreather characters start with their heaviest weapon and any armor or shield active. Examples: **Active 1533 Mace** has character 1533 ready a mace. **Active 1533 Kevlar Bodysuit** has character 1533 put on a Kevlar Bodysuit. **Active 1246 Vial Of Healing** has character 1246 use a Vial Of Healing potion. **Active 1735 Pony** has character 1735 ride a Pony. **Active 1897 Trojan Horse** has character 1897 implement the program Trojan Horse.

Inactive <character> <item>

This preparation action has the character put away an item or dismount a mount. Examples: **Inactive 1807 Deft Gloves** has character 1807 put away Deft Gloves. **Inactive 1642 Pony** has character 1642 dismount a Pony.

Move <hex>
This action has the character move to another hex. This hex must be adjacent to the character unless circumstances permit enhanced movement (Stamina trait, trails, certain items or spells, Net movement, etc.). Example: **MOVE 4563** has the character move to hex 4563.

Talk <target>
This action has the character talk to a native [Firebreather], Sprawl denizen [Black Ice] or artificial intelligence [Black Ice]. Example: **Talk 3202** has the character talk to target 3202.

Search <area>
This action has the character search an area or recover dropped items. Examples: **Search Lair** has the character search a monster lair. **Search Cellar** has the character search a cellar. **Search Chemlab** has the character search a chemlab. **Search Operations** has the character search an Operations file. **Search Dropped Items** has the character recover dropped items.

Read Runes <spell>
This Firebreather action has the character attempt to learn a spell. A member of the character's party must have discovered runic writing in the hex to use this action. Example: **Read Runes Blazing Light** has the character attempt to learn the Blazing Light spell.

Buy <item>
This action has the character buy an item. Characters will find denizens to buy items from as they explore. Examples: **Buy shield** has the character buy a shield. **Buy Katona** has the character buy a Katona.

Sell <item>
This action has the character sell an item. Characters will find denizens to sell items to as they explore. The price an item can be sold for is listed next to the item in a character's item list. Examples: **Sell Cloak Of Mist** has the character sell a Cloak Of Mist. **Sell Murushi Memory Chip** has the character sell a Murushi Memory Chip.

Hire
This action has the character hire a hireling [Firebreather] or guard [Black Ice]. Characters will find hirelings/guards as they explore. A hireling's wage is one gold per turn. One gold is deducted from the character's gold when the hireling is hired and at the beginning of each turn thereafter until the hireling is released with the Unhire action. A guard's wage is 10 credits per turn. Ten credits is deducted from the character's total credits when the guard is hired and at the beginning of each turn thereafter until the guard is released with the Unhire action.

Hide

This action has the character attempt to remain hidden for his next phase's action.

Treat Wound <target>
This action has the character treat the most serious wound of a target in his hex, reducing it one degree. Example: **Treat Wound 3681** has the character treat the most serious wound of target 3681.

Repair Wound <target>
This action has the character repair the most serious wound of a target in his hex, reducing it to no wound. Only Techs can use this action. Example: **Repair Wound 1496** has the character repair the most serious wound of target 1496.

Recruit <target character type>
This action has the character recruit a denizen to replace a killed or retired character. Recruiting is detailed further in the Recruiting section. Example: **Recruit Wizard** has the character recruit a Wizard.

Practice
This action has the character practice combat.

An action that cannot be carried out, such as a Buy action in a hex where nothing is being sold, is replaced by another action, usually Practice.

RECRUITING

If any of your characters die or you wish to retire any of them your party can replace them with the Recruit action. A recruit starts in the hex of the recruiting character. A recruit has the replaced character's character number. Write the recruit's actions in the action spaces of the replaced character. Recruits with superior stats only offer themselves to parties of high renown as measured by their Notoriety scores. If you retire a character be sure to have him give all his items to another character of your party first.

CASTING [Firebreather]

'The Power of the Word - 'Insatiable in their lust for knowledge, the practitioners of magic yearned to see beyond the tangible world, to learn the secret laws that governed the fates of souls and nations. In every age, scholars sought to piece together fragments of these hidden truths, and to grant themselves a kind of immortality by preserving their hard-won discoveries for adepts as yet unborn.'

'Their messages took different forms. Fragile baked-clay tablets bore cuneiform impressions made with reed pens when the clay was new and soft. Carved hieroglyphic charms were sealed in the changeless air of Pharaohs' underground tombs. Shreds of papyrus lay deep under hot sands that over the centuries crept whispering away, revealing the scrolls finally to the eyes of mystified herdsmen. Tall sentinel stones inscribed with spidery runes wept with the gentle rain that soaked the hillsides where they stood. Heavy volumes with black-lettered pages were chained out of sight in monastic libraries. Encapsulated in silent characters, the words waited, charged with arcane powers.'

'To those adventurers who would crack their codes, the chroniclers passed on a caveat: The secrets of the universe were not lightly disclosed; any unworthy soul who probed too deep risked an unspeakable fate. Yet the lure of knowledge often overcame the dictates of caution.'

A character with a spell skill (hereafter called a spellcaster) learns spells from runes on monoliths and shrines. These ancient sites are found through explora-

tion. A spellcaster can only learn spells of the same color as his casting skill allows. White corresponds to beneficial magic, Grey corresponds to magic controlling nature, Gold corresponds to elvish magic, Purple corresponds to magic twisting and reshaping reality and Black corresponds to infernal magic. Each time a spellcaster uses the Read Runes action in a hex his party has discovered runic writing in he attempts to learn a spell. Sites can have runic writing to more than one spell. A spellcaster with Lore skill has double the chance of learning a spell per attempt. Each failed attempt to learn a spell results in a curse. A curse effects a spellcaster in a detrimental manner until it is lifted. A spellcaster can make repeated attempts to learn a spell at the same site.

Spell targets include characters, natives, or monsters. A spell target must be in the caster's hex unless the spell description says otherwise. Spell targets for attack spells must be visible unless the spell description says otherwise. If the spell target is not available when a spell is cast, the spell is stored if possible. Spells with lasting effects expire at the beginning of the target's next turn.

Use "Store" as the target if you wish to store a spell to be released during the encounter step in a combat round. Targets for beneficial stored spells are chosen among the spellcaster himself and those characters he has given the assist action for. Targets for harmful stored spells are chosen among the spellcasters melee target, those characters he has given the attack action for and all monsters. If a target is not available that a spell can affect on a particular round, the spell stays stored. Unreleased stored spells stay stored into future turns. Examples: **Lightning 7333** has the character cast the Lightning spell on denizen 7333. **Lightning Store** has the character store the Lightning spell.

Spell books and scrolls can be used to cast their spell(s) by any character type, including non-spellcasters. A spell book or scroll must be active to use it, as with any item. Each active spell book or scroll can be used only once per turn.

Starting characters choose from the following spells as those already learned. More spell types are discovered as characters explore.

White

Exorcise or **Exorcise Store**
Every underworld monster in the spellcaster's hex is killed. Every spell and curse that is in effect in the hex is broken.

Make Whole <target> or **Make Whole Store**
This spell heals all of the target's wounds and repairs all of his damaged armor (including inactive armor).

Peace <target>
While this spell is in effect, the target cannot target other denizens for combat or attack spells. This spell is instantly broken when the bewitched target is himself targeted for combat or an attack spell.

Bless <target> or Bless Store
This spell adds 20 points to the target's Toughness score. This spell has no effect on a target already effected by Bless.

Grey

Blend <target>
This spell gives the target the Stealth trait. This spell further increases the hiding chances of a target who already has the Stealth trait.
Fog
This spell prevents characters from all parties from seeing anything in any hex within one hex of the caster (seven hexes are affected). They will not get Talk, Search, Characters and Monsters, or Warning information for these hexes. Characters will have these hexes blank on their character maps other than the word "FOG". This spell does not affect actions done these hexes.
Stones Fly or Stones Fly <targets> or Stones Fly Store
This spell causes a hail of rock to rain on the targets, effecting damage like a weapon with a Damage score of 40* - 80* to each target (sharpness stars "*" are detailed in the Weapons section). Multiple targets can be listed with this spell. When used without a specific target, targets are chosen as they are for when this spell is stored.
Remedy <target spell or curse>
This spell breaks one spell or curse on the target.

Gold

Elvin Grace <target> or Elvin Grace Store
This spell adds 20 to the target's Agility and Drag scores. This spell has no effect on a target already effected by Elvin Grace.
Lost or Lost <target>
When used without a specific target, this spell effects characters located in any hex within one hex of the caster (seven hexes are affected), including the spellcaster. Otherwise just the target is effected. Each effected character moves to a random hex instead of his intended hex when he does the Move action.
Peace With Nature <target>
This spell gives the target the Nature trait.
Protection From Magic <target> or Protection From Magic Store
This spell protects the target from all spells and curses except for Exorcise. It does not break spells or curses already effecting the target.

Purple

Lightning or Lightning <target> or Lightning Store
This spell only has effect outside of caves. It causes a bolt of lightning to strike the target, effecting damage like a weapon with a Damage score of 60* - 100*. When used without a specific target, a target is chosen as it is for when this spell is stored.
Fiery Blast or Fiery Blast <targets> or Fiery Blast Store
This spell causes a wall of fire to move through the target hex, effecting damage like a weapon with a Damage score of 40* - 80* to each target. Multiple targets can be listed with this spell. When used without a specific target, targets are chosen as they are for when this spell is stored.
Whistle For Monsters <hex>
This spell arouses any monsters in the target hex. It causes hidden monsters to become unhidden as a consequence of arousing them. Any hex can be targeted for this spell, its range is unlimited.
Roof Collapses or Roof Collapses Store

This spell only has effect in caves. It causes parts of the cave roof to fall, effecting damage like a weapon with a Damage score of 60 to the head area of every denizen in the spellcaster's hex, including the spellcaster. Hidden denizens are effected by this spell.

Black

Broomstick <target> or Broomstick store

This spell allows the target to fly. It can only effect a target of weight 20. The target will be able move two hexes at once for any number of his Move actions each turn and have a move speed of 140 as long as the target is not carrying an item weighing more than 20. Items carried by mounts do not count.

Curse <target> or Curse store

This spell inflicts a curse on the target. This spell does not effect monsters.

Crystal Ball <target>

This spell reveals the number of the hex the target is in.

Familiar <hex>

This spell enchants a small denizen that can move and observe for the caster. The caster sees whatever the familiar sees in the target hex. Familiars can see hidden characters and monsters. The caster can use any hex within one hex of himself, which creates a new familiar, or any hex within one hex of the familiar's last location, which moves the previous familiar. Creating a new familiar disenchants the previous familiar which is then no longer available. Familiars do not show on character maps.

NETRUNNING [Black Ice]

'Neuromancer' - '...Case was twenty-four. At twenty-two, he'd been a cowboy, a rustler, one of the best in the Sprawl. He'd been trained by the best, by McCoy Pauley and Bobby Quine, legends in the biz. He'd operated on an almost permanent adrenaline high, a byproduct of youth and proficiency, jacked into a custom cyberspace deck that projected his disembodied consciousness into the consensual hallucination that was the matrix. A thief, he'd worked for other, wealthier thieves, employers who provided the exotic software required to penetrate the bright walls of corporate systems, opening windows into rich fields of data...'

Through and around the world of Black Ice exists a continuously shifting field of electronic telecommunications known as the Net. In the late twentieth century, modems where used to access this global sea of information and route data through its channels. Progressively sophisticated translatory programs eventually allowed their users to visualize the Net itself, using abstract images and icons to represent the electronic terrain. With the advent of direct neural interface, it became possible to alter the user's point of view of net's abstract landscapes as if he were actually moving through them. Once in the Net, the Netrunner uses simple mental commands to direct the route travelled by his carrier signal.

The Enter Net action can be used from any hex. A Netrunner in the Net can move up to three Net hexes at a time with each Move action. The Exit Net action can be used from any Net hex, returning the character to the 'real world' hex where his physical body was when he entered the Net. A Netrunner's interface skill rises with netrunning experience.

While in the Net, a Netrunner will attack any Netrunner or program construct

he encounters that he has used the Attack action against. Combat results are affected by a Netrunner's Interface score, items, and active programs. Successful attacks against human targets causes neural damage. Serious neural damage reduces a Netrunner's Press, Dexterity, Agility, Drag and Interface scores by 20. Neural damage cannot be treated with the Treat Wound or Repair Wound actions. Neural damage must be treated in a hospital hex. Use 'Buy Treatment' action in a hospital hex to repair neural damage. A Netrunner's Retreat Threshold determines at what degree of neural damage a Netrunner will attempt to disengage from Net combat.

A starting Netrunner can simultaneously have active programs whose cumulative program units do not exceed 5.

PROGRAMS [Black Ice]

Program Name	Program Units
Rot	5
Ghost	3
Cloak	1
Edge	1
Armor	3
Shield	1

Most corporate systems are protected by Interactive Counter Espionage programs (ICE). Intrusion programs are used by Netrunners to get through opposing ICE programs and into target computer systems. They include Rot, Ghost, and Cloak. Net Combat programs are used by Netrunners for combat with other Netrunners and with Black ICE programs. They include Edge, Armor, and Shield. Black ICE is the most feared kind of ICE program, designed not only to stop but to harm electronic intruders. All programs have copy-protection routines preventing transfer of programs between Netrunners. Each Netrunner starts with the following programs, of which 5 program units worth can be active. More program types are discovered as Netrunners explore.

Rot: This program attempts to sneak into the structure code of the opposing ICE program and destroy it from the inside, rather like a specialized virus. Ice programs successfully damaged in this way will be easier to penetrate until the corporate system can reestablish the ICE.
Ghost: This program attempts to make the user's signal transparent by decreasing the intensity of the transmission and breaking the signal in certain places, making the incoming signal appear to be part of the background noise which is constantly experienced in the Net.
Cloak: This program encases the user's signal in a rigid array of random data in an attempt to appear harmless to opposing ICE.
Edge: This program increases damage to opponents of the Netrunner in battle, including Black ICE and other Netrunners.
Armor: This program generates a field of electronic activity around the user's signal, creating a data screen reducing effects of Black ICE or attacks by other Netrunners.

Shield: This programs inserts self-replicating commands into foremost layers of the user's signal in an attempt to misdirect incoming Black ICE or attacks by other Netrunners.

MAPS

Your turn results include a map for each character detailing what he can see of the surrounding area. Each character is located in the center hex of his map. Each map hex has five areas labeled by the map key. When a character enters a hex he gets a short description of what he can see in the hex. He can use the Talk and Search actions in some hexes to investigate further.

Talk: This area indicates target numbers your characters can use the Talk action with in the hex.
Search: This area indicates areas your characters can use the Search action with in the hex.
Warning: This area indicates signs of danger in the hex.
Characters and Monsters/Hostiles: This area indicates the total number of characters and monsters [Firebreather] or hostiles [Black Ice] that can be observed in the hex. The first number corresponds to characters, the second to monsters/hostiles. Each character and monster/hostile has its own number which is given with your turn results. This number is used for several actions and some spells/programs. Character and monster/hostile totals do not include hidden characters or hidden monsters/hostiles, who cannot be directly observed or directly targeted for actions.
Hex Number: This area indicates the hex number. This number is used for the Movement action and some spells/programs.

A description of each character and monster/hostile visible on your character maps is given with your turn results. A character can see another character's mounts, hirelings/guards and active items. Inactive items are packed away and not visible. A character can discern a character or monster's/hostiles weight, dexterity and current move speed. A character can discern whether a character or monster/hostile has an armored hide, such as Body Plating or scales, or can fly. A character who is hidden for all his regular actions does not show on any party's/team's character maps until his next turn.

A target can be talked to more than once with more Talk actions and an area be further searched with more Search actions. Characters should use discretion in repeating Talk or Search actions to the same target or area. For example, a target will probably have nothing new to say if talked to again on the same turn, a well looted monster lair will probably stay empty until a new monster inhabits the lair, a well looted corporate target will probably have little to offer until the corporation has time to rebuild, etc.

Moving through trail hexes [Firebreather] allows a non-dwarf character to move two hexes at once for one of his Move actions each turn. The hex entered must be a trail hex. Dwarfs do not get double movement for using trails.

MONSTERS AND HOSTILES

Aroused monsters and hostiles (street punks, corporate guards, program

constructs, etc.) will block visible characters from searching their hex until defeated. Hidden characters cannot be blocked. Characters attempting the Search action who are blocked will instead do the Treat Wound, Repair Wound or Practice action.

CAVES [Firebreather]

When in caves, a non-dwarf character can only see hexes adjacent to his own hex. Other open hexes are labeled "DARK" on his character map. Hexes labeled "ROCK" cannot be entered. Dwarfs do not have dark hexes.

WEAPONS

Firebreather Weapons	Press Needed (Weight)	Damage (Alerted/Unalerted)	Speed (Alerted/Unalerted)	Length	Price (Buy/Sell)
Great Sword	60	Press up to 80* / Press up to 80*	Dexterity / 40	8	20 / 10
Broadsword	40	Press up to 60* / Press up to 60*	Dexterity / 60	7	16 / 8
Short Sword	20	Press up to 40* / Press up to 40*	Dexterity / Dexterity	3	8 / 4
Thrusting Sword	20	Press up to 40* / Press up to 40*	Dexterity / 80	4	12 / 6
Spear	40	Press up to 60* / 20	Dexterity / 40	10	12 / 6
Great Axe	60	Press up to 80* / Press up to 80*	80 / Dexterity	5	16 / 8
Axe	40	Press up to 60* / Press up to 60*	Dexterity / 60	2	8 / 4
Mace	40	Press up to 60 / Press up to 60	100 / Dexterity	1	12 / 6
Morning Star	60	Press up to 80 / Press up to 80	100 / 40	6	16 / 8
Staff	20	Press up to 40 / Press up to 40	Dexterity / Dexterity	9	2 / 1
Dagger	0	Press up to 20* / Press up to 20*	Dexterity / Dexterity	0	1 / 0
Bare Hands	---	Press up to 20 / Press up to 20	Dexterity / Dexterity	0	---
Crossbow	60	40* - 80* / 40 - 80	140 / Dexterity	12	20 / 10
Medium Bow	40	20** - 60** / 20 - 60	140 / Dexterity	16	16 / 8
Light Bow	20	0** - 40** / 0 - 40	140 / Dexterity	14	12 / 6

Black Ice Weapons	Press Needed (Weight)	Damage (Alerted/Unalerted)	Speed (Alerted/Unalerted)	Length	Price (Buy/Sell)
Knife	0	Press up to 20* / Press up to 20*	Dexterity / Dexterity	0	20 / 10
Monoknife	0	Press up to 20** / Press up to 20**	Dexterity / Dexterity	0	200 / 100
Katona	40	Press up to 60* / Press up to 60*	Dexterity / 60	7	200 / 100
Monokatona	40	Press up to 60** / Press up to 60**	Dexterity / 60	7	600 / 300
Light Machine Pistol	0	20 - 60 / 20 - 60	140 / Dexterity	18	150 / 75
Medium Machine Pistol	20	40 - 80 /40 - 80	140 / Dexterity	18	300 / 150
Heavy Machine Pistol	20	60 - 100 / 60 - 100	140 / Dexterity	18	400 / 200
Light Submachinegun	40	30 - 70 / 30 - 70	140 / Dexterity	18	450 / 225
Medium Submachinegun	40	50 - 90 / 50 - 90	140 / Dexterity	18	550 / 275
Heavy Submachinegun	60	70 - 110 / 70 - 110	140 / Dexterity	18	700 / 350
Autoshotgun	60	60 - 100 / 60 - 100	140 / Dexterity	18	900 / 450

Press and Dexterity in the Weapon Table refers to the user's Press and Dexterity scores. A combatant must have the required Press score to use a weapon. A sharpness star (*) adds 20 to a weapon's Damage score for each star. One star does not count when the weapon is used against an armored opponent. Some monsters and hostiles, such as dragons, are considered armored without having to wear armor. A weapon is automatically alerted after a combat round where the combatant misses his opponent. A weapon is unalerted at the beginning of combat and after a combat round where the combatant strikes his opponent. In general, a weapon is alerted more often that it is unalerted in combat. This makes some weapons biased more toward dexterity than others. A character can have only one weapon active at a time. The Damage score of a missile weapon [Firebreather] or projectile weapon [Black Ice] is unpredictable and is given as a range. The Damage score of a missile weapon (bow or crossbow) is raised by 20 for a character with Bow skill. The Damage score of a projectile weapon (gun) is raised by 20 for a character with Firearms skill. The Damage score of a melee weapon (knife or sword) is raised by 20 for a character with Martial Arts skill. Autoshotguns affect multiple opposing targets.

ARMOR & SHIELDS

Firebreather Armor	Toughness (Weight)	Price (Buy/Sell)	Firebreather Armor	Toughness (Weight)	Price (Buy/Sell)
Suit of Armor	60	34 / 17	Left Vambrace	40	6 / 3
Shield	40	14 / 7	Right Greave	40	6 / 3
Helmet	40	10 / 5	Left Greave	40	6 / 3
Breastplate	40	18 / 9	Leather Armor	20	10 / 5
Right Vambrace	40	6 / 3			

Black Ice Armor	Toughness (Weight)	Price (Buy/Sell)
Leather Armor	20	50 / 25
Kevlar Bodysuit	40	500 / 250
Armored Exoskeleton	60	5000 / 2500

Armor reduces damage from melee, missile and projectile weapons and attack spells. A character cannot have more than one of the same type of armor active. All armor a character has active must be of the same weight. One shield can also be active. An active shield does not have to be of the same weight as active armor. Armor or a shield receiving damage by a melee weapon equal or greater than its Toughness score and less then its Toughness score plus 20 is damaged. Armor or a shield receiving damage by a melee weapon equal or greater than its Toughness score plus 20 is destroyed. Damaged armor or a damaged shield receiving damage by a melee weapon equal or greater than its Toughness score is destroyed. Arrows and bolts from missile weapons and bullets and pellets from projectile weapons do not damage armor, but instead pass through armor, having been slowed somewhat, when the Damage score exceeds the armor's Toughness score by 20 or more.

COMBAT

Encounter Step

Each combat round is proceeded by an encounter step. During the encounter step a combatant who is not interrupted can do one of three actions: 1. Escape, 2. Release a spell [Firebreather] or 3. Alert his active weapon. What the combatant does will depend on what his Retreat Threshold is set to, if he has stored spells that will have any effect in his current circumstances if released, and whether his active weapon is already alerted. If a combatant has not reached his Retreat Threshold, does not have stored spells and has his active weapon already alerted, he will not do an action during the encounter step. Creatures and hostiles sometimes have special encounter actions. For example, a dragon will breath fire for his encounter action.

A combatant can only do an encounter action, including the casting of a spell, if he is not interrupted by any of his attackers. Each attacker's chance of interrupting his target's encounter action depends on his move speed and his target's move speed: interrupt chance = attacker move speed / (pi x defender move speed). Flying combatants can only be interrupted by flying attackers. Luring occurs before the encounter step, so lurable attackers can be lured away from characters for whom you don't want encounter actions interrupted. Hidden combatants cannot be interrupted as they cannot be directly attacked.

A combatant's chance for a striking a target with a released attack spell [Firebreather] depends on his Cast score and his target's move speed: hit chance = Cast score / (pi x move speed). Beneficial spells will always hit as it is assumed targets are not trying to avoid those spells. A hidden combatant releasing spells has a chance of becoming unhidden each round he releases a spell.

Melee Step

A character's chance for weapon strike in a combat round depends on his weapon speed and his target's move speed: hit chance = weapon speed / (pi x move speed). Weapon length determines attack order on the first combat round. Weapon speed determines attack order on subsequent combat rounds. Damage inflicted depends on the category of weapon (melee or missile/projectile), the Damage score of the weapon, the Toughness score of the target, the type of area struck (head or non-head), armor worn in the area struck, and the degree of previous injury in the area struck. Damage from a blow to the head area is generally higher than for other areas. Opponents exchange blows to various body areas until one side escapes, one side is killed, or there are two uneventful rounds.

Attack Style

A combatant's Press and Dexterity scores depend on the attack style he is using. The number before the slash in the Press and Dexterity scores of a combatant is used for 'strong' attack style. The number after the slash is for 'fast' attack style. A character's attack style can be changed with the 'Attack Style' preparation action. Note that a character using fast attack style may have to move to a lighter weapon.

Miscellaneous

A hidden character who attacks with a melee weapon (knife or sword) becomes unhidden. A hidden character who attacks with a missile weapon (bow or crossbow) has a chance of becoming unhidden each round he attacks. A hidden character who attacks with a projectile weapon (gun) becomes unhidden. A hidden character who lures a creature/hostile from another character becomes unhidden. A hidden character who reveals himself through attacking (not through luring) cannot himself be targeted until the next combat round.

A dwarf is considered to have Agility and Drag scores of 100 for opponent's strikes attempted to non-head areas. This results from his superior ducking ability. For this reason the head area is targeted by attackers more often than other body areas of a Dwarf.

If a character kills another character, he gains all items of the killed character. If a native kills a character [Firebreather], all items are lost. If a monster kills a character [Firebreather], all items are dropped in the hex. If a hostile kills a character [Black Ice], all items are lost or dropped in the hex depending on the hostile type. Dropped items can be recovered with the Search action. All hirelings/guards of a killed character desert.

SERIOUS WOUNDS

One or more serious wounds (or serious neural damage) reduces a combatant's Press, Dexterity, Agility, Drag and Cast/Interface scores by 20.

ENCUMBRANCE

A character can own any item weighing up to his Carry score without affecting his actions or combat. A character can own any item weighing up to his Lug score and still move, but if any item weighs more than his Carry score he will be encumbered and his move speed will slow to his Drag score. A character can own items weighing more than his Lug score (or Carry score if he does not have a Lug score), but is not able to move with them. In play this has two consequences: 1. His move speed drops to 0. 2. If he uses the Move action, any items weighing more than his Lug score are dropped in his original hex.

MOUNTS [Firebreather]

	Toughness (Weight)	Carry (Unencumbered Move Strength)	Agility (Unencumbered Move Speed)	Lug (Encumbered Move Strength)	Drag (Encumbered Move Speed)	Two Hex Movement	Price (Buy/Sell)
Pony	40	40	100	---	---	Unlimited	30 / 15
Horse	60	40	60	60	20	Once Per Turn	22 / 11
Warhorse	80 & Armored	60	80	80	20	None	40 / 20

A character can ride a mount if his weight and the weight of each of his items is equal to or less than the mount's Lug score. The mount's Agility and Drag scores are then used for combat instead of the character's own. Damage against a mounted character is resolved against the mount, not the character. A mount suffering damage equal or greater than its Toughness score is killed. An unridden mount will automatically act as a pack animal, carrying inactive character items weighing up to its Lug score. Mounts cannot be ridden in caves.

MEDICAL CARE [Black Ice]

	Location	Price
Repair All Wounds & Neural Damage	Hospital	1000

With direct neural interface applications, cybernetic implantations, and artificial organ and tissue construction being commonplace occurrences, the efficacy of medical and cybernetic treatments has become astounding for those who can afford it. A character can buy medical treatment at any hospital. Use 'Buy Treatment' action in a hospital hex. Hospital treatment repairs all wounds and neural damage.

CYBERWARE [Black Ice]

	Effect	Empathy Cost	Price
Nerve Booster	+ 10 Dexterity + 10 Agility + 10 Drag	2	2000
Muscle & Bone Lace	+ 10 Press + 10 Toughness	1	1500
Cyberoptics	Perception Enhancement (Search action more effective)	1	1500
Cyberaudio	Perception Enhancement (Search action more effective)	1	1500
Body Plating	Acts as Armor of Toughness 40	3	10000

With the advent of direct nerve interface, organic molecule data storage and synthetic nerve fiber, cybernetics has rapidly grown to become one of the most important and pervasive aspects of modern life. However, for all the incredible powers cybernetics has afforded, it has a serious drawback. The problem is not intrinsic to the machinery itself, but rather to the organic systems in whom the machinery is implanted. As more implants are performed on an individual, the less empathy he has for other people and the more psychopathic his personality becomes.

Each character starts with an Empathy score of 10. Each of the above implants reduces this score by the indicated amount. The lower a character's empathy score, the more likely he is to attack a random character or Sprawl denizen during his turn. A character can buy cyberware at any hospital. Body Plating is an organic part of a character and is not damaged or destroyed in combat as is regular armor.

CHARACTER DEVELOPMENT

Each character type's current stats resulted from inherent attributes, practice and experience, and will continue to develop with practice and experience.

PLAYER COMMUNICATION

You are given the names and addresses of players whose characters were unhidden and in the same hex as any of your characters during your turn. This allows you to correspond directly with other players.

ADVENTURE NOTES

Every five turns your turn results will include a review listing of discoveries made by your characters and effects of new items and spells/programs.

DETAILS

Turns for Firebreather and Netrunner cost $4 each. You can run one turn every turn period. A turn period is 10 days. The days of your next turn period are given on your turn results. You can make up turns you miss. If your turn is received early and you have no makeup turns available your turn is held until the first day of your next turn period. Turns can be mailed in the return envelope enclosed with turn results, phoned, faxed, or e-mailed. Turns are processed 7 days a week.

FIRST TURN

To join Firebreather and/or Netrunner detach and fill out the turn sheet in the center of this booklet and mail it with check or money order to Horizon Games in the enclosed return envelope. Choose six character types for your party/team, name them, pick any spells [Firebreather] they start with, and write their actions. Character types you pick do not have to be different from each other. The Characters section details items and any spells your character types start with. The detachable setup maps sheet in the center of this booklet does not include Characters and Monsters/Hostiles or Warning information. Your future character maps will. Use "Character 1", "Character 2", "Character 3", "Character 4", "Character 5" and "Character 6" as character numbers for your characters on your first turn. They will be assigned regular character numbers with your first turn results. You are entered into the game and your first turn results sent the same day your turn sheet is received.

For Firebreather your characters start in the center hex [5000] of your map of Safe Haven. They enter the Black Dragon Tavern and see a large gathering room with many tables and a stage for performers. They also see a barkeep [3001], a barmaid [3002], a veteran warrior [3003], a distant traveler [3004], a village gossip [3005], mercenaries available for hire, four village guards and other patrons.

For Black Ice your characters start in the center hex [5000] of your map of the Sprawl. They enter the Chrome Rose club and see a bartender [3748], several regulars [3749][3750][3751][3752][3753][3754][3755][3756], guards available for hire, four bouncers and other patrons. Ratz [3755] and Weasl [3756] will only talk to Fixers.

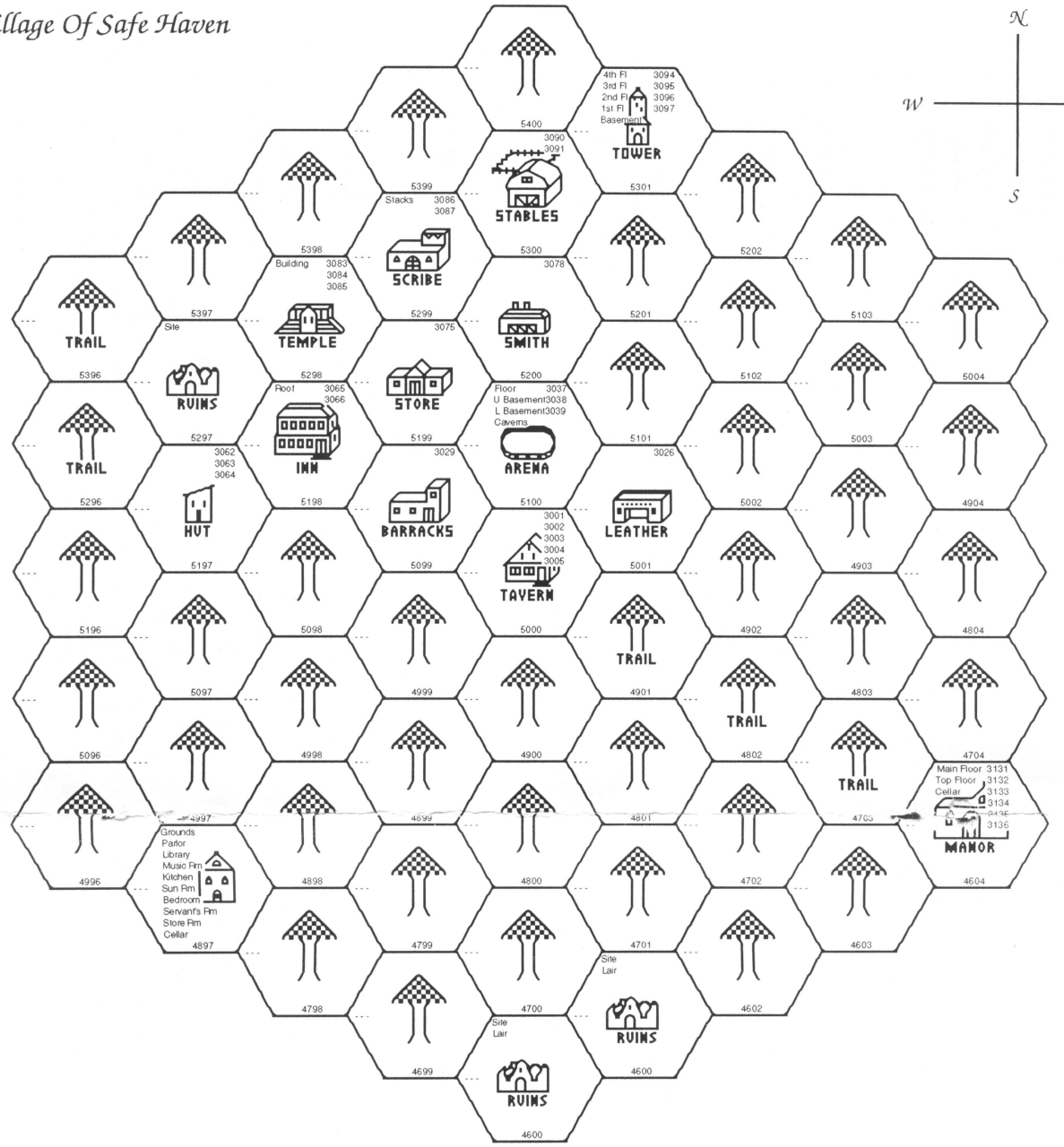
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Black Ice Copyright © 1996 by Horizon Games
Designed & Programed by Michael Brown



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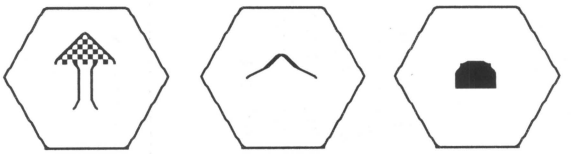
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E-mail: brow0435@itlabs.umn.edu

Village Of Safe Haven



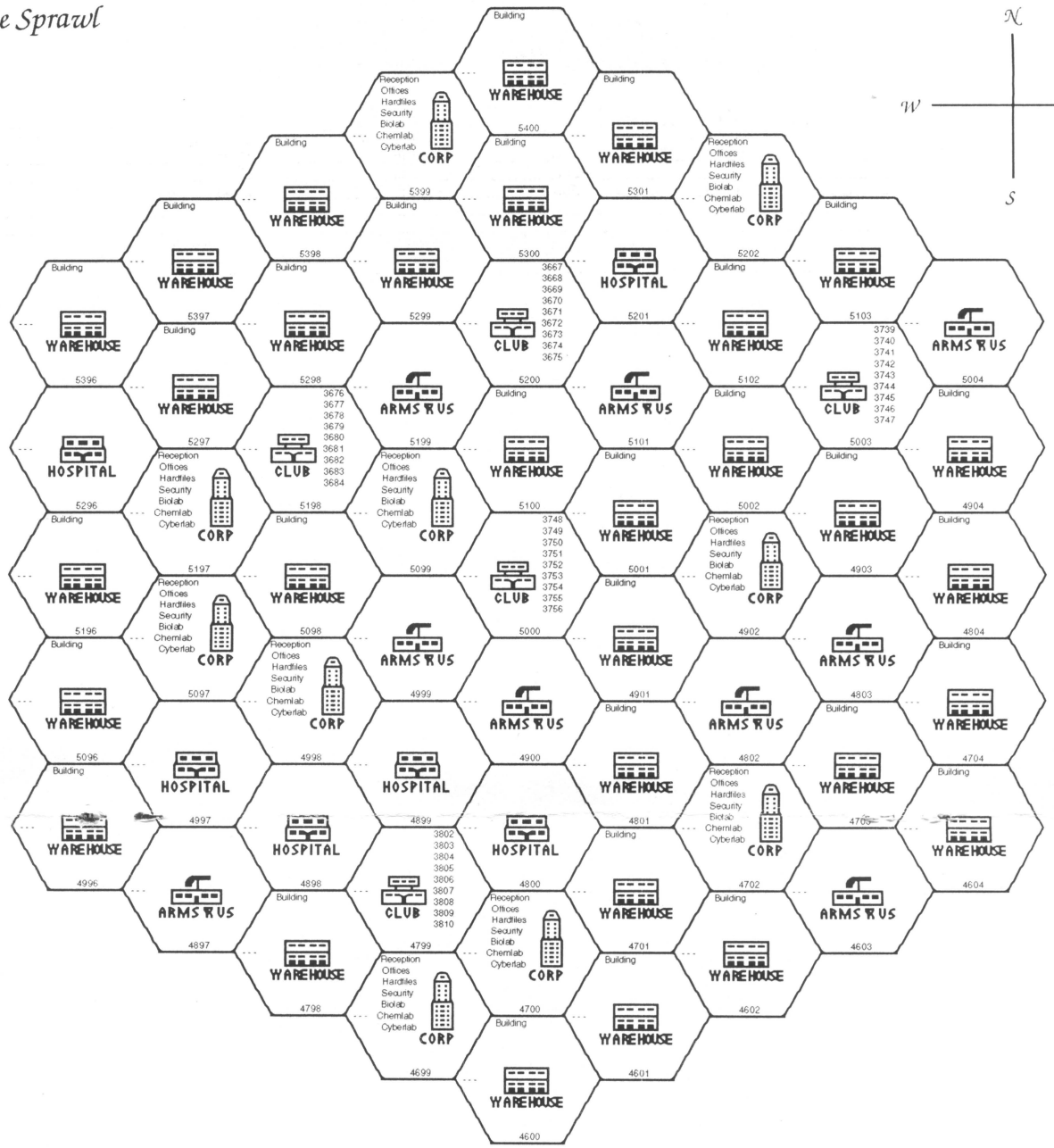


KEY



WOODS HILLS CAVES

The Sprawl



Search Talk

Characters & Hostiles

Warning

Hex

KEY

FIREBREATHER TURN SHEET

Party Name _____

Name _____	Name _____	Name _____	Name _____	Name _____	Name _____
Character	Character	Character	Character	Character	Character
Type_____	Type_____	Type_____	Type_____	Type_____	Type_____
Sex_____	Sex_____	Sex_____	Sex_____	Sex_____	Sex_____
Spells_____	Spells_____	Spells_____	Spells_____	Spells_____	Spells_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____

Phase 1

Preparation Actions

Regular Actions _____ _____ _____ _____ _____ _____

Phase 2

Preparation Actions

Regular Actions _____ _____ _____ _____ _____ _____

Phase 3

Preparation Actions

Regular Actions _____ _____ _____ _____ _____ _____

Phase 4

Preparation Actions

Regular Actions _____ _____ _____ _____ _____ _____

Phase 5

Preparation Actions

Regular Actions _____ _____ _____ _____ _____ _____

End of Turn

Preparation Actions

NAME _____

ADDRESS _____
